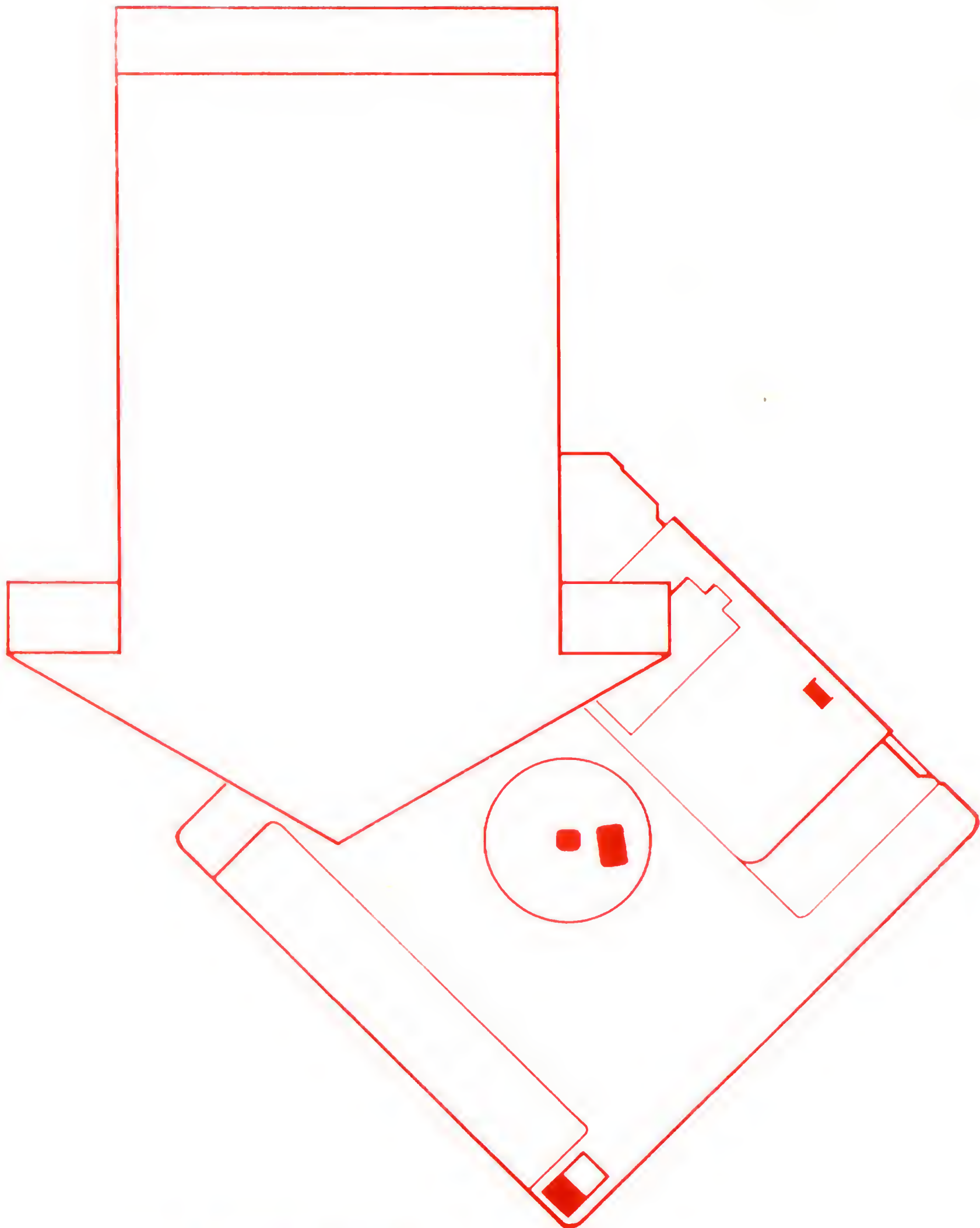# JUPITER PROBE

JUPITER PROBE

LOADING

To load the game, turn off your computer and remove all peripherals. Put your JUPITER PROBE disk in drive A and turn on your computer. The program will auto-boot and enter its display mode. Press key 1 for 1-player game or key 2 for a 2-player game.

INSTRUCTIONS

On behalf of mankind, we welcome you to Jupiter Probe. Your mission has begun. Your ship automatically relays photographic data to the Earth. That is guaranteed. Your survival is not. You have three ships equipped with twin cannon and limited ultrasonics. Ultrasonics cause a massive disturbance to occur all around your ship. This has the effect of destroying all other fighters, but be warned the mutations have sonic shields and are left untouched to attack you. Use your ultrasonics wisely. Shields may also be earned and when "activated" make your ship immune from any attacking forces but only for a limited time. The battle computer on your ship can scan slightly out of range of the view screen, so will tell you of the attack of larger ships called mutations. These ships are shielded so need many hits to be destroyed, beware, mutations are much more heavily armed than fighters. The battle computer will also warn of the attack of formations, (a cluster of fighters). Remember, the information is vital to the continuation of life on Earth. Good luck.

CONTROLS

You may control the game using the mouse, keyboard or a joystick in the non-mouse port. There is no need to choose your controller, you may use any of them at any time. Keyboard control is by means of the arrow keys, the space bar and the CAPS LOCK or ALT keys. If you are using a joystick, you will need the space bar or left mouse button for detonating advanced features of the fighter (see gameplay). In addition the game can be paused/restarted by the F8 and F9 keys. F1 aborts the game. F2 Toggles the music on and off.

GAMEPLAY

The fighter has been given 2 advanced features, these are:
1. ULTRASONICS — These destroy attacking fighters but not the mutations. You are initially awarded 5 ULTRASONICS at the start of the game and whenever your ship is replaced.
2. SHIELDS — These can only be gained by destroying a complete "Formation". These make your ship immune from destruction for a limited time only. Shields are turned on by pressing the space bar or the Left mouse button. Your ship will flash whilst immune.
More advanced features can be gained. Your Battle computer can scan slightly ahead of the ship and will inform you when a "Formation" is about to attack. If all the ships in this formation are destroyed a star will appear in your view screen. When a star is touched by your ship, your ship will be awarded an advanced feature (ultrasonic and sometimes a shield as well). Your battle computer will inform you which feature was awarded. Where you are awarded a shield this is always used first. At the end of every stage the advanced features are always replenished to a level of 3 ULTRASONICS.

IMPORTANT

IF THIS DISK FAILS TO LOAD PLEASE RETURN
JUST THE DISK TO

MICRODEAL LTD./MICHTRON U.K.

(DISK REPLACEMENT DEPT)

FREEPOST, ST. AUSTELL PL25 4BR ENGLAND

(No Stamp is Necessary if posted in U.K.)

If you have problems with this computer program or would like a copy of our
catalogue for the Atari ST please contact:

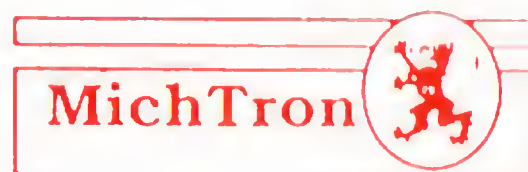## MICRODEAL LTD
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